

All That Glitters 1 W Enchantment -- Aura Enchant creature Enchanted creature gets +1/+1 for each artifact and/or enchantment you control. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Ancient Den Artifact Land {T}: Add {W}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Benevolent Blessing 1 W Enchantment -- Aura Flash Enchant creature As this Aura enters, choose a color. Enchanted creature has protection from the chosen color. This effect doesn't remove Auras and Equipment you control that are already attached to it. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Benevolent Bodyguard W Creature -- Human Cleric Sacrifice this creature: Target creature you control gains protection from the color of your choice until end of turn. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Brigone, Soldier of Meletis 1 W Legendary Creature -- Human Soldier Vigilance Heroic -- Whenever you cast a spell that targets Brigone, put a +1/+1 counter on Brigone. {T}, Remove a +1/+1 counter from Brigone: Draw a card. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Cartouche of Solidarity W Enchantment -- Aura Cartouche Enchant creature you control When this Aura enters, create a 1/1 white Warrior creature token with vigilance. Enchanted creature gets +1/+1 and has first strike. (It deals combat damage before creatures without first strike.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Cathar Commando 1 W Creature -- Human Soldier Flash {1}, Sacrifice this creature: Destroy target artifact or enchantment. 3/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Command Beacon Land {T}: Add {C}. {T}, Sacrifice this land: Put your commander into your hand from the command zone. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Containment Priest 1 W Creature -- Human Cleric Flash If a nontoken creature would enter and it wasn't cast, exile it instead. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Curse of Silence W Enchantment -- Aura Curse Enchant player As this Aura enters, choose a card name. Spells with the chosen name enchanted player casts cost {2} more to cast. Whenever enchanted player casts a spell with the chosen name, you may sacrifice this Aura. If you do, draw a card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Daybreak Coronet W W Enchantment -- Aura Enchant creature with another Aura attached to it Enchanted creature gets +3/+3 and has first strike, vigilance, and lifelink. (Damage dealt by the creature also causes its controller to gain that much life.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Dog Umbra 1 W Enchantment -- Aura Flash Enchant creature As long as another player controls enchanted creature, it can't attack or block. Otherwise, this Aura has umbra armor. (If enchanted creature would be destroyed, instead remove all damage from it and destroy this Aura.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Doorkeeper Thrull 1 W Creature -- Thrull Flash Flying Artifacts and creatures entering don't cause abilities to trigger. 1/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Dust Bowl Land {T}: Add {C}. {3}, {T}, Sacrifice a land: Destroy target nonbasic land. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Eiganjo, Seat of the Empire Legendary Land {T}: Add {W}. Channel -- {2}{W}, Discard this card: It deals 4 damage to target attacking or blocking creature. This ability costs {1} less to activate for each legendary creature you control. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Enlightened Tutor W Instant Search your library for an artifact or enchantment card, reveal it, then shuffle and put that card on top. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Esper Sentinel W Artifact Creature -- Human Soldier Whenever an opponent casts their first noncreature spell each turn, draw a card unless that player pays {X}, where X is this creature's power. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Ethereal Armor W Enchantment -- Aura Enchant creature Enchanted creature gets +1/+1 for each enchantment you control and has first strike. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Favorable Destiny 1W Enchantment -- Aura Enchant creature Enchanted creature gets +1/+2 as long as it's white. Enchanted creature has shroud as long as its controller controls another creature. (It can't be the target of spells or abilities.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Feather of Flight 1W Enchantment -- Aura Flash Enchant creature When this Aura enters, draw a card. Enchanted creature gets +1/+0 and has flying. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Flickering Ward W Enchantment -- Aura Enchant creature As this Aura enters, choose a color. Enchanted creature has protection from the chosen color. This effect doesn't remove this Aura. {W}: Return this Aura to its owner's hand. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Flowering of the White Tree WW Legendary Enchantment Legendary creatures you control get +2/+1 and have ward {1}. Nonlegendary creatures you control get +1/+1. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Galadriel's Dismissal W Instant Kicker {2}{W} (You may pay an additional {2}{W} as you cast this spell.) Target creature phases out. If this spell was kicked, each creature target player controls phases out instead. (Treat phased-out creatures and anything attached to them as though they don't exist until their controller's next turn.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Gemstone Caverns Legendary Land If this card is in your opening hand and you're not the starting player, you may begin the game with Gemstone Caverns on the battlefield with a luck counter on it. If you do, exile a card from your hand. {T}: Add {C}. If Gemstone Caverns has a luck counter on it, instead add one mana of any color. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Jacked Rabbit (X)(1)(W) Creature -- Rabbit Warrior Ravenous (This creature enters with X +1/+1 counters on it. If X is 5 or more, draw a card when it enters.) Whenever this creature attacks, create a number of 1/1 white Rabbit creature tokens equal to this creature's power. 1/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Kor Spiritdancer (1)(W) Creature -- Kor Wizard This creature gets +2/+2 for each Aura attached to it. Whenever you cast an Aura spell, you may draw a card. 0/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Lashknife (1)(W) Enchantment -- Aura If you control a Plains, you may tap an untapped creature you control rather than pay this spell's mana cost. Enchant creature Enchanted creature has first strike. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Mana Tithe (W) Instant Counter target spell unless its controller pays {1}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Mask of Law and Grace (W) Enchantment -- Aura Enchant creature Enchanted creature has protection from black and from red. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Military Discipline (W) Enchantment -- Aura Flash Enchant creature When this Aura enters, enchanted creature gains first strike until end of turn. Enchanted creature gets +1/+0. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Mishra's Factory Land {T}: Add {C}. {1}: This land becomes a 2/2 Assembly-Worker artifact creature until end of turn. It's still a land. {T}: Target Assembly-Worker creature gets +1/+1 until end of turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Mother of Runes (W) Creature -- Human Cleric {T}: Target creature you control gains protection from the color of your choice until end of turn. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Mutavault Token Land {T}: Add {C}. {1}: This token becomes a 2/2 creature with all creature types until end of turn. It's still a land. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Ocelot Pride Creature -- Cat First strike, lifelink Ascend (If you control ten or more permanents, you get the city's blessing for the rest of the game.) At the beginning of your end step, if you gained life this turn, create a 1/1 white Cat creature token. Then if you have the city's blessing, for each token you control that entered this turn, create a token that's a copy of it. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	On Thin Ice Snow Enchantment -- Aura Enchant snow land you control When this Aura enters, exile target creature an opponent controls until this Aura leaves the battlefield. 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Orim's Chant Instant Kicker {W} (You may pay an additional {W} as you cast this spell.) Target player can't cast spells this turn. If this spell was kicked, creatures can't attack this turn. 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Ossification Enchantment -- Aura Enchant basic land you control When this Aura enters, exile target creature or planeswalker an opponent controls until this Aura leaves the battlefield. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Phelia, Exuberant Shepherd Legendary Creature -- Dog Flash Whenever Phelia attacks, exile up to one other target nonland permanent. At the beginning of the next end step, return that card to the battlefield under its owner's control. If it entered under your control, put a +1/+1 counter on Phelia. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Ranger-Captain of Eos Creature -- Human Soldier Ranger When this creature enters, you may search your library for a creature card with mana value 1 or less, reveal it, put it into your hand, then shuffle. Sacrifice this creature: Your opponents can't cast noncreature spells this turn. 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Reverent Mantra Instant You may exile a white card from your hand rather than pay this spell's mana cost. Choose a color. All creatures gain protection from the chosen color until end of turn. 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Sanctifier en-Vec W W Creature -- Human Cleric Protection from black and from red When this creature enters, exile all cards that are black or red from all graveyards. If a black or red permanent, spell, or card not on the battlefield would be put into a graveyard, exile it instead. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Sentinel's Eyes W Enchantment -- Aura Enchant creature Enchanted creature gets +1/+1 and has vigilance. Escape--{W}, Exile two other cards from your graveyard. (You may cast this card from your graveyard for its escape cost.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Shadowspear 1 Legendary Artifact -- Equipment Equipped creature gets +1/+1 and has trample and lifelink. {1}: Permanents your opponents control lose hexproof and indestructible until end of turn. Equip {2} PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Shardmage's Rescue W Enchantment -- Aura Flash Enchant creature you control As long as this Aura entered this turn, enchanted creature has hexproof. Enchanted creature gets +1/+1. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Sheltered by Ghosts 1 W Enchantment -- Aura Enchant creature you control When this Aura enters, exile target nonland permanent an opponent controls until this Aura leaves the battlefield. Enchanted creature gets +1/+0 and has lifelink and ward {2}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Shield of Duty and Reason W Enchantment -- Aura Enchant creature Enchanted creature has protection from green and from blue. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Skrelv, Defector Mite W Legendary Artifact Creature -- Phyrexian Mite Toxic 1 (Players dealt combat damage by this creature also get a poison counter.) Skrelv can't block. {W/P}, {T}: Choose a color. Another target creature you control gains toxic 1 and hexproof from that color until end of turn. It can't be blocked by creatures of that color this turn. ({W/P} can be paid with either {W} or 2 life.) 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Skyclave Apparition 1 W W Creature -- Kor Spirit When this creature enters, exile up to one target nonland, nontoken permanent you don't control with mana value 4 or less. When this creature leaves the battlefield, the exiled card's owner creates an X/X blue Illusion creature token, where X is the mana value of the exiled card. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - BJR - Duel Commander (Duel Commander League)

CUT GUIDE (print at 100%, US Letter landscape, 0.5 in margins): follow the dashed lines. vertical cuts at 0.5", 3", 5.5", 8", 10.5" from the left edge;

horizontal cuts at 0.5", 4", 7.5" from the top edge. Every piece is a standard 2.5 x 3.5 in card; sleeve over a basic land for play.

sheet 7/13 - 8 cards - 2.5 x 3.5 in each

Snow-Covered Plains Basic Snow Land -- Plains ({T}: Add {W}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Snow-Covered Plains Basic Snow Land -- Plains ({T}: Add {W}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Snow-Covered Plains Basic Snow Land -- Plains ({T}: Add {W}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Snow-Covered Plains Basic Snow Land -- Plains ({T}: Add {W}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
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Urza's Saga Enchantment Land -- Urza's Saga (As this Saga enters and after your draw step, add a lore counter. Sacrifice after III.) I -- This Saga gains "{T}: Add {C}." II -- This Saga gains "{2}, {T}: Create a 0/0 colorless Construct artifact creature token with 'This token gets +1/+1 for each artifact you control.'" III -- Search your library for an artifact card with mana cost {0} or {1}, put it onto the battlefield, then shuffle. 1/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Voice of Victory Creature -- Human Bard Mobilize 2 (Whenever this creature attacks, create two tapped and attacking 1/1 red Warrior creature tokens. Sacrifice them at the beginning of the next end step.) Your opponents can't cast spells during your turn. 1/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Zealot's Conviction Enchantment -- Aura Flash Enchant creature Enchanted creature gets +1/+1. Corrupted -- As long as an opponent has three or more poison counters, enchanted creature gets an additional +1/+0 and has first strike. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Light-Paws, Emperor's Voice Legendary Creature -- Fox Advisor Whenever an Aura you control enters, if you cast it, you may search your library for an Aura card with mana value less than or equal to that Aura and with a different name than each Aura you control, put that card onto the battlefield attached to Light-Paws, then shuffle. [sideboard] 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
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